

INSTRUCTIONS

To load program type **LOAD "MUSIC"** (or **LOAD ""**) and press **ENTER**.

Follow the screen instructions to select key and time signatures and set speed. If you are not familiar with musical notation, look at the first of the tunes printed on the back of this cassette inlay. The first thing you see is the treble clef, which the program prints automatically. Then comes the key signature, which in this case is E flat major, but you don't need to know that – just count up the flat symbols and use the cursor as directed to tell the computer you want three flats. The symbols in the key signature of the second tune are sharps.

Next comes the time signature – 6/8 in the first tune. The bottom figure tells you the value of each beat and the top figure tells you how many of them there are in each bar. This tune has six "eighth notes" (or quavers) in each bar, which is exactly what you will see in the fourth bar of the tune. Sometimes quavers have a bar joining their stems together instead of separate tails.

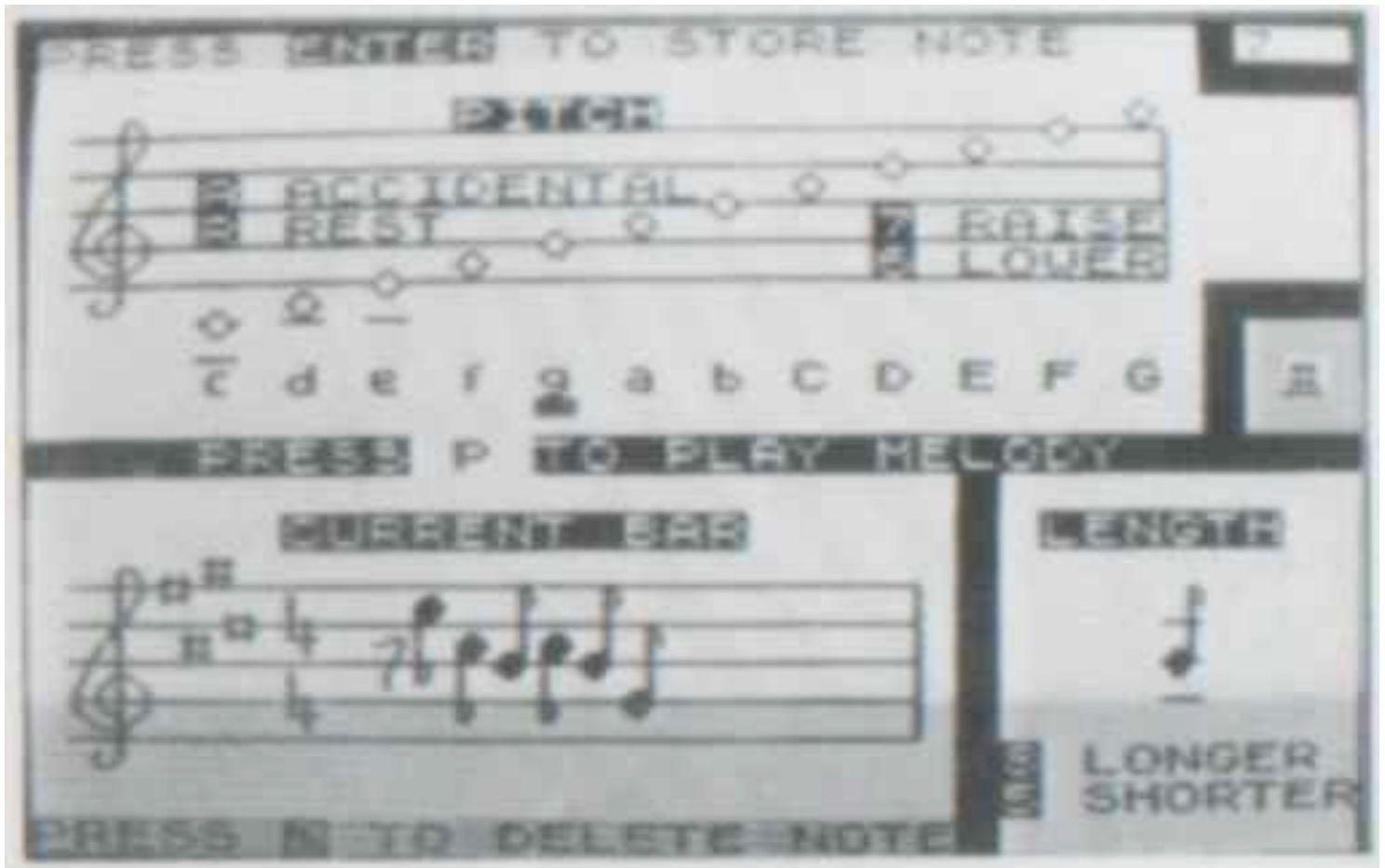
Other notes have longer time values, so fewer will fit in a bar. The first bar has two dotted crotchets (don't worry about the names, you don't need them to operate the program), which are each worth three quavers, and the last bar is filled by just one note – a dotted minim. A dot after a note (or rest) makes that note half as long again as it would normally be.

The second tune has a 4/4 time signature (sometimes written as a large C), which means each bar will take four "quarter notes" (or crotchets) or their equivalents. So, the second bar has three one-beat crotchets, followed by two half-beat quavers to make up the full four beats. The last bar has two minims - each as long as two crotchet notes.

The opening bar begins with a minim rest (two beats) and a crotchet rest (one beat). Each type of note has a corresponding rest which means pause for the length of time that note would last. If a tune starts mid-way through a bar you must remember to fill the empty space at the beginning with the appropriate rests, if they are not already printed in the music, so that the program will put the bar lines in correctly.

The third tune has no sharps or flats in its key signature, but it does have accidentals - extra sharp or flat notes not shown in the key signature – at various points. The second note in the fifth bar is an accidental – in this case a sharp, which makes the note slightly higher than it would normally sound. A flat would make the note slightly lower. Accidentals can also be naturals (a bit like a sharp sign with two legs missing). These are used to cancel out a sharp or flat in the key signature temporarily, making the note revert to its natural pitch.

After you have selected a speed, the main note selection screen will appear with the key and time signatures you have chosen at the beginning of the Current Bar section. To enter a note, set its Pitch, using the up and down arrow keys (**7** and **6**) to move the cursor until it is under the note in the correct position on the staff (the five horizontal lines). Then use the right and left arrow keys (**8** and **5**) to set the Length of the note. When you have the right combination of Pitch and Length, press **ENTER** and the note will appear in the Current Bar. Check carefully to make sure it is exactly the note you wanted. If it isn't, press the **DELETE** (0) key.



The accidental box on the centre right of the screen shows the normal state of each note in the chosen key. To print an accidental note press the **A** key until the required symbol appears in the box. To enter a rest, press the **R** key. Pressing the right and left arrows will now make the various rests appear in the Length box.

Every time you **ENTER** a note or a rest the counter in the top right hand corner increases by one – up to a maximum of 200. Bar lines are also counted and are drawn automatically when you enter the first note of the next bar. If you try to enter a note that is too long for the amount of time remaining in the Current Bar, an error beep will sound and the note will be ignored. As the program has already gone through the **DELETE** process for you, the delete key will have no effect in this situation.

If you want to enter the same note or rest twice (or more) consecutively, just keep pressing **ENTER** – nothing needs to be reset. When changing back from entering a rest to entering a note you must move the Pitch cursor (**7** or **6**) to get the Length display to turn back to notes.

To play the melody press **P**. Follow screen instructions to continue the tune, save it on tape, change its speed, play it in sound only, take a printer copy or start again.

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Try out these three tunes on your Music Maker. They should sound familiar!

The image shows a page of handwritten musical notation on a single staff, divided into three distinct sections. The first section, at the top, is in 6/8 time and features a melody with eighth and quarter notes. The second section, in the middle, is in 4/4 time and consists of a series of chords and single notes. The third section, at the bottom, is also in 4/4 time and features a melody with quarter and eighth notes. The handwriting is clear and legible, and the page is otherwise blank.